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NICKTOONS™

1-4
PLAYERS

UNITE!



INSTRUCTION BOOKLET

THQ

**NINTENDO
GAMECUBE™**

THQ Inc. 29901 Agoura Road, Agoura Hills, CA 91301
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Rev-D (L)



Cartoon Violence



bluetongue

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GETTING STARTED

Set up your Nintendo GameCube™ game system according to the directions in the Nintendo GameCube™ Instruction Booklet. Press the POWER Button and the status indicator light will light up. Press the Disc Release Button and the Disc Cover will open. Place the Nicktoons: Unite! Game Disc in the Optical Disc Drive with the label facing up and close the Disc Cover. Follow all on-screen instructions and refer to this manual for more information about playing Nicktoons: Unite!



CONTROLS

BUTTON

+Control Pad
Control Stick
A Button
B Button
X Button
Y Button
Z Button
X Button + A Button
R Button
L Button
START/PAUSE

ACTION

Character Select
Move Character/Walk/Run
Attack/Throw
Action/Pick Up/Put Down
Jump
Regroup Team Members
Block/Defend/Activates Shield
Slam Jump
Cycle Weapon/Special Ability
Cycle Weapon/Special Ability
Join Game/Pause

THE STORY SO FAR

When Professor Calamitous steals Jimmy Neutron's plans for the 'Universe Portal Machine', the evil genius constructs his own version of the device to recruit an inter-dimensional band of baddies made up of Vlad Plasmius, Plankton, and Denzel Crocker. Collectively known as The Evil Syndicate, this fearsome-foursome combine their dastardly powers to create the diabolical Doomsday Device while unleashing an army of evil on the unsuspecting worlds of Dimmsdale, Bikini Bottom, Amity Park, and Jimmy's very own Retroville.

Brain-blasting a plan to save the day, Jimmy uses his 'Universe Portal Machine' to scour the multiverse for a little help of his own, drafting none other than Danny Phantom, Timmy Turner, and SpongeBob SquarePants. Only by working together as a team can they defeat the villainous Syndicate and destroy the dangerous Doomsday Device once and for all!



BEGINNING A NEW GAME

After the power is turned on, the corporate logos and title screen will appear. Press **START** to access the Main Menu screen. The three Main Menu choices are listed below.



- **Play Game** — Select this option to start a new game of Nicktoons: Unite! or to load a previously saved game.
- **Options** — This menu allows you to adjust sound and control settings.
- **Extras** — This menu allows you to access the extras you've unlocked during the game.



GREAT GODDARD

As you progress through the game, you'll encounter Jimmy Neutron's robotic dog, Goddard, in various locations. By interacting with Goddard, you'll be able to upgrade your weapons and abilities as well as save your current game – allowing you to resume game play at any time at the beginning of the very same level it was saved at. For more information on upgrades see page 11.



ALL 4 ONE

Nicktoons: Unite! can be played by 1-4 players. Players can join or leave the game at any time by pressing **START**. After joining a game, players can change their characters at anytime.

(Note: Players can only select characters that are not being used by other players.)

When a player leaves a multiplayer game, their NRG Tokens will be distributed among the remaining players. When the last player leaves the game, the game will exit and return to the main menu screen. In this case, any unsaved game data will be lost.

ROLL CALL

Working together as a team, Jimmy Neutron, Danny Phantom, Timmy Turner, and SpongeBob SquarePants will travel to each others' worlds where they'll battle evil enemy armies, solve brain-busting puzzles, and come face to face with all four sinister Syndicate bosses. Good luck, guys... You're gonna need it!



Jimmy Neutron

The smartest kid in Retroville, Jimmy Neutron's a certified super genius. Don't believe it? Just check out some of his latest anti-evil inventions and judge for yourself.



Tornado Blaster

Jimmy's starting weapon fires a blast of compressed air guaranteed to totally blow away the bad guys.



Shrink Ray

This incredible invention shrinks objects and stunned enemies. Looks like that's one small step for science and one giant problem for friends of the Syndicate!



Neutron Flare

Shed a little light on the situation with this glowing flare. Use it to light lamps and candles, stun enemies, and even force phased enemies to become solid.



Quarterback Gear

Hut-Hut-Strike! Jimmy's protective gear lets him charge enemies and knock them right out of the park!



Danny Phantom

Danny Fenton may look like an ordinary teenager, but when duty calls he slips into action as Danny Phantom, an extraordinary spectral superhero with a ghostly host of other-worldly powers.



Ghost Punch

Powered by ectoplasmic energy, Danny's basic attack really packs a punch.



Over Shadow

Take control of stunned enemies and use their abilities against other enemies.



Phase Shift

Danny can use this ability to avoid attacks, pass through some solid objects and jump greater distances.



Ghostly Wail

A massive burst of sonic energy that knocks enemies off their feet—perfect for shattering fragile objects.



Timmy Turner

Timmy Turner has his own secret! His Fairy God Parents, Cosmo and Wanda, grant his every wish... as long as they're within 'Da Rules'. His wishes don't always work out as planned, but he always manages to set things straight in the end.



Star Flinger

Cosmo and Wanda transform into this magical weapon, allowing Timmy to fire wish-stars at enemies.



Freeze Glove

Freeze water and objects, making them brittle and easy to break. Or put an enemy on ice and knock 'em out cold.



Cleft, The Boy Chin Wonder

Transform into Timmy's alter ego and use the super-strength of his Chin-tastic Arm to pick up and manipulate heavy objects.



Cosmo & Wanda's Marvelous Medicinal Remedy

Cosmo & Wanda transform into a magic medicine box that Timmy can use to heal his friends in times of need.



SpongeBob SquarePants

The number one patty maker under the sea, SpongeBob loves his job at the Krusty Krab and dreams of becoming the ocean's most renowned Fry Cook.



Foam Gloves

Behold SpongeBob's giant karate-fighting foam gloves! Slip these babies on and the bad guys'll never know what hit 'em.



Water Soak

Being a sponge sure can come in handy! Absorb water and use it to drive back enemies, fill containers, and extinguish candles and lamps.



DoodleBob Lure

Distract enemies and lure them to specific locations with a toss of this paper plane that unfolds into DoodleBob.



Bubble Bomb

With the aid of his Bubble Wand, SpongeBob can create Bubble Bombs that explode in a cloud of tiny bubbles.



THINGAMAJIGS

Be sure to keep your eyes peeled for the following Nickel-icious pickups.



NRG Tokens

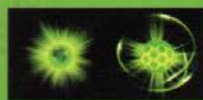
These wondrous little doohickeys are made from the energy that the Syndicate is stealing from the four worlds! Luckily, our heroes can use them to upgrade their weapons and abilities in the Goddard Upgrade Menu.



(Note: NRG Tokens are awarded to the player, not the character. So, players keep the NRG Tokens they've collected even when they switch characters.)



- Orange NRG Tokens are worth 1 point
- Blue NRG Tokens are worth 10 points
- Gold NRG Tokens are worth 50 points



Health Pod

Small Health Pods restore 10% of a player's health while Large Health Pods restore a whopping 50%.



Power Pod

Like Health Pods, small Power Pods restore 10% of a player's health while Large Power Pods restore 50%.



Mega Power Pod

Whoah! A Mega Power Pod fully restores the player's Power while at the same time giving them temporary unlimited Power.



Invulnerability Pod

Temporarily provide a protective shield over the character making them invulnerable against all attacks.



Damage Boost Pod

Deliver a double dose of damage to all enemies—but only for a limited time!

UPGRADES UNITE

Danny Phantom Ghost Punch 100 Over Shadow 100	SpongeBob Team Gloves 100 Goddard's Core 75
Jimmy Neutron (Player) Tornado Blaster 100 Neutron Flare 200	Timmy Turner Star Finger 100 Freeze Glove 100

CONFIRM INFO
PRESS START WHEN READY

All of the characters' weapons and abilities have two levels of upgrades which players can spend their NRG Tokens to obtain. Some upgrades provide an additional attack for a particular weapon or ability, while others improve the functionality and effect of their basic attack.

(Note: The Upgrade Menu can only be accessed by interacting with Goddard.)



THE EVIL SYNDICATE

The villainous Professor Calamitous is closer than ever to ruling the universe. The only way to stop this diabolical genius is to defeat each of his cohorts in crime and their inter-dimensional armies of evil!



Syndicate Grunts

Henchmen for The Evil Syndicate, these small gremlin-like creatures are as troublesome as they are ugly.



Doomsday Trooper

Beware these treacherous troopers created by Professor Calamitous to maintain law and order in the new world regime.



Phase Soldier

Created by Professor Calamitous to mimic Vlad's phase ability, these sinister cyborgs move about undetected – appearing only to teleport more troops into the battle!



Plankton Popper

Used to guard doorways and passageways, these simple-minded sentries may not be fast but they're armed with long range missile weapons that can fire in up to four directions at once.



Ghosts

From Ghost Sailors in Bikini Bottom to Ghost Guards in the Ghost Prison, these other-worldly adversaries are found in all four worlds – and ready to knock the fright out of you!



CREDITS

Blue Tongue Entertainment

Project Director
Kevin Chan

Project Manager
Theo Kavadias

Lead Design
Trevor Gamon

Game Design
Nick Hagger
Drew Morrow

Lead Programmer
Alister Hatt

Programmers
Paul Baker
Conan Bourke
Ted Hung
Joel Lee
Chun-Lam Samuel Lo
Michael Smith
Francis Iran
Nicholas Wilcox
Michael Smith
Dioni Zhong

Technology Lead
Shane Stevens

Technology Programmers
Derek Burnheim
Florian Strauss
Graeme Webb
Michael Young

Lead Artist
Julian Lamont

Artists
Tim Brooks
Shannon Caldwell
Terence Cattrell
Lloyd Chidzey
Andrew Dyson
Neil Kennedy
Drew Morrow
Heath Pagram
Dmitri Prokopov
Stephen Rushbrook
Oliver Smiles
Darren Tibbles
Peter Wade
Mark Warhurst
Andrew Westwood

Lead Level Designer/Artist
Anthony Clare

Level Designers/Artists

Hartley Mitchell
Blake Mizzi
Oliver Smiles
Mark Warhurst

QA Manager
Nizam Abdallah

QA Testers
Ee Leng Chang
Murray Lorden

Music Composed and Orchestrated by
Stephan Schütze

Music Performed by
Melbourne Symphony

Guitar Performed by
Gabriel Piras

Conducted by
Brett Kelly

Recorded at
ABC Southbank

Sound Design
Stephan Schütze

VP Production THQ Asia Pacific
Steve Dauterman

General Manager
Steven Spagnolo

Director of Art
Terry Lane

Director of Design
Nick Hagger

Director of Production
Kevin Chan

Director of Technology
Shane Stevens

HR Manager THQ Asia Pacific
Jane Robertson

Recruitment Coordinator
Andrew Kirkby

System Administration
Stephan Neofitou

Office Coordinator
Belinda Henderson

Voice Talent

Tom Kenny SpongeBob SquarePants
Gary

Bill Fagerbakke Patrick Star
Carolyn Lawrence Sandy Cheeks

Cindy Vortex
Female Fairy
Plankton

Mr. Lawrence Jimmy Neutron
Debi Derryberry Professor Calamitous

Tim Curry Jimmy Turner
Tara Strong Wanda

Suzanna Blakeslee Lab Computer
Daran Norris Cosmo

Jorgen von Strangle
Carlos Alazraqui Denzel Crocker

David Kaufman Danny Phantom
Martin Mull Vlad Plasmius

James Arnold Taylor Walker
Doomsday Trooper

Male Fairy

VO Director
Douglas Carrigan

Casting, Recording Production
VoiceWorks Productions, Inc.

Recording Studio
LA - Atlantis Group
John Chominsky - Engineer
NY - The Audio Department
Don Hoffman - Engineer

Dialog Editors
Sean Graham
Jammie Siedow

THQ Inc.

Project Manager
Josh Austin

Creative Director
Stephen Jarrett

Licenser Manager
Stephanie Wise

Art Director
Thom Ang
Technical Director
Peter Andrew

Director, Product Development
Mark Morris

Production Resources Manager
Jenae Pash

Sr. Vice President, Product Development
Philip Holt

Director of Quality Assurance
Monica Vallejo

QA Manager
Mario Waibel

Test Supervisor
David Sapienza

Test Lead
Nickolas Gardner

Testers
Brett Cowan
David Czerny
Jeff Dickerson
Ben Katz
Steve Kitchens
Chris Leippi
Jason Lewis
Christine Parsinla
Jordan Puckett
Sean Setterfield
Robert Sharpe

First Party Supervisor
Evan Icenbice

First Party Specialists
Adam Afrunti
Scott Ritchie
Todd Thommes

QA Technicians
Richard Jones
David Wilson

Mastering Lab Technicians
Charles Batarse
Glen Peters
Anthony Dunnet
Thomas Arnold

Database Applications Engineer
Jason Roberts

Game Evaluation Supervisor
Sean C. Heffron

Game Evaluation Analysts
Scott Frazier
Matt Elzie
Brian Williams

Senior Vice President, Worldwide Marketing
Peter Dille

Director of Global Brand Management
John Ardell

Senior Product Marketing Manager
Danielle Conte

Product Marketing Manager
Jeremy Taylor

Global Senior Media Relations Manager
Kristina Kirk

Media Relations Manager
Kathy Mendoza Bricaud

Media Relations Coordinator
Gretchen Armerding

Director, Creative Services
Howard Liebeskind

Manager, Creative Services
Kirk Somdal

Creative Services Coordinator
Melissa Donges

Instruction Manual
John E. Deaver

Package & Manual Design
Boeline Group

Special Thanks

Brian Farrell
Jack Sorensen
Tiffany Ternan
Germaine Gioia
Leslie Brown
Brandy Carrillo
Amy Bernardino
Jenni Carlson

Nickelodeon Interactive

SVP of Entertainment Products
Steve Youngwood

Senior Director of Interactive
Stacey Lane

Manager of Interactive
Stephanie Bond

Coordinator of Interactive
Dan Boldin

VP/Creative Director Licensing
Tim Blankley

**Creative Director of
Entertainment Products**
Daniel Moreton

Senior Designer of Interactive
Rob Lemon

Junior Designer of Interactive
Jason Di Orio

Senior Manager, Copy/Content
Debra Krassner

Coordinator, Copy/Content
Kristen Yu

Nickelodeon would like to thank:

Justine Briskman
Leigh Anne Brodsky
Michele Caruso
Manny Galan
Russell Hicks
Lynette Pastori
Lori Szuchman
Geoff Todebush
Stavitt Young
Chezza Zoeller

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Eric Coleman
Rico Hill
Sergio Cuan
Butch Hartman
Stephen Hillenburg
Steve Odekerk

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